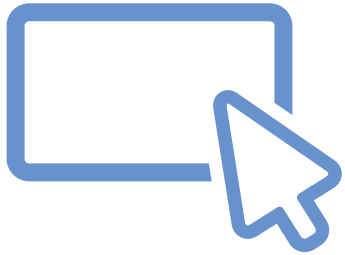
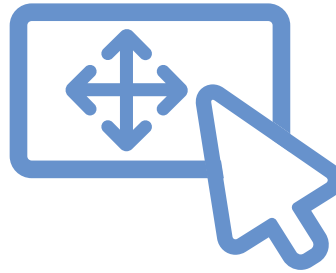


`mousePressed()`



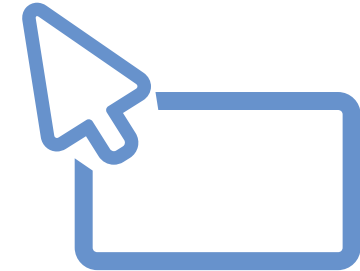
looking if something
is under the mouse

`mouseDragged()`



move with the mouse

`mouseReleased()`



stop moving with
the mouse